



Stefano Cristoni

Unity Dev, 3D & Technical Artist

Reggio Emilia - ITALY

(+39) 329 179 82 08

P. iva: 02809110352

Portfolio 2024 - Stefano Cristoni

guru.games.dev@gmail.com

SKILLS

Senior Unity Developer, Mid 3D & Technical Artist with leadership skills.

Modeling, Sculpting, UV, Texturing, Rigging, Animation, Code, Tools, Shaders, VFX.

I started developing a **solo project** in my free time that taught me a lot.

I enjoy learning something new every day, whether it's related to my work or not.

EXPERIENCE

ByTwice, Modena - *Unity Developer, 3D & Technical Artist*

MAY 2018 - PRESENT

- In the early years, I developed many games that allowed me to become a Unity Dev.
- After attending BigRock, I fell in love with Blender and I began working on **Puppy Cars**, which enabled me to broaden my vision and approach to game development, allowing me to become the go-to person related to 3D and technical management.
- Like any open-world game, it required understanding and optimizing every single aspect of the game, this taught me how Unity works in depth.

Moko, Reggio Emilia - *Android Developer*

MARCH 2017 - MARCH 2018

- Enabled Pirelli to monitor pressure tyres developing a BLE internal App.

EDUCATION

Big Rock, Treviso - *Master in CG*

SEPTEMBER 2019 - FEBRUARY 2020

6 full months about 3D, many projects and the thesis: For Teddy.

Università di Parma, Parma - *M.Sc. in Computer Engineering*

SEPTEMBER 2014 - MARCH 2017

Many university exams have been used as opportunities to develop Android & iOS apps.

Università di Modena, Modena - *B.Sc. in Computer Engineering*

SEPTEMBER 2009 - OCTOBER 2013

I developed my first 2D multiplayer game.